



AGASSI™

TENNIS GENERATION



WARNING: READ BEFORE USING YOUR PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM.

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation 2 console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game – dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions – IMMEDIATELY discontinue use and consult your physician before resuming play.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation 2 console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

USE OF UNAUTHORIZED PRODUCT:

The use of software or peripherals not authorized by Sony Computer Entertainment America may damage your console and/or invalidate your warranty. Only official or licensed peripherals should be used in the controller ports or memory card slots.

HANDLING YOUR PLAYSTATION 2 FORMAT DISC:

- This disc is intended for use only with PlayStation 2 consoles with the NTSC U/C designation.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

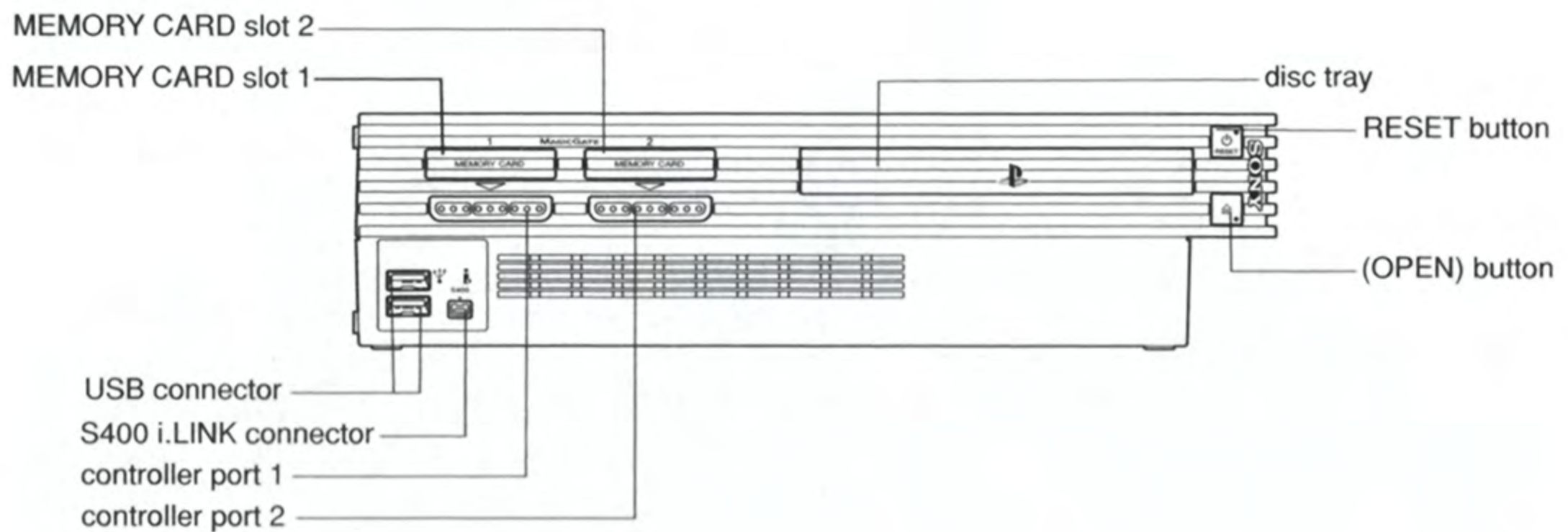
AGASSI™

TENNIS GENERATION

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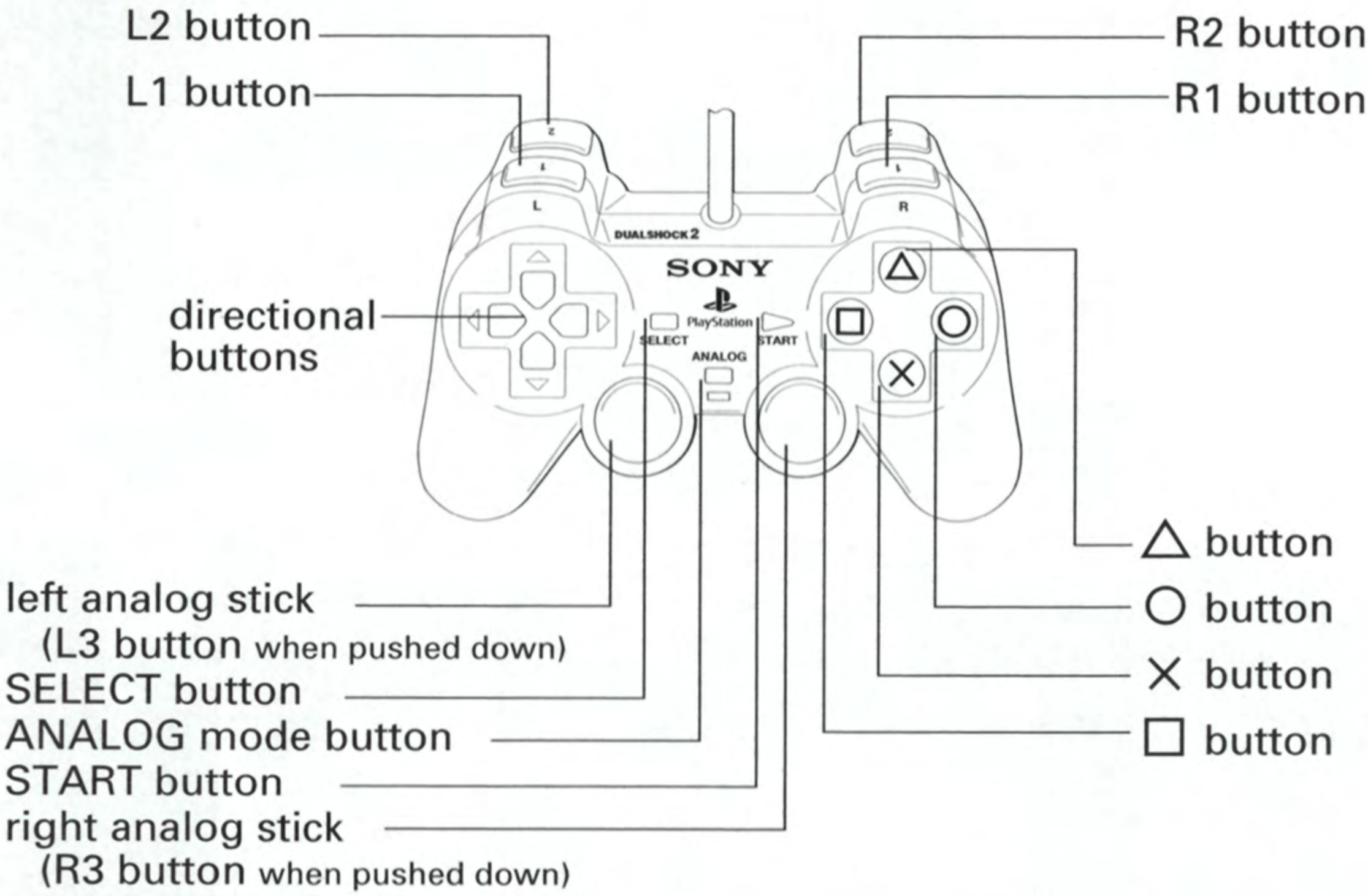
GETTING STARTED



Set up your PlayStation®2 computer entertainment system according to the instructions in its Instruction Manual. Make sure the MAIN POWER switch (located on the back of the console) is turned on. Press the RESET button. When the power indicator lights up, press the OPEN button and the disc tray will open. Place the **Agassi™ Tennis Generation** disc on the disc tray with the label side facing up. Press the OPEN button again and the disc tray will close. Attach game controllers and other peripherals, as appropriate. Follow on-screen instructions and refer to this manual for information on using the software.

STARTING UP

DUALSHOCK[®]2 ANALOG CONTROLLER CONFIGURATIONS



Multitap (for PlayStation®2)

multitap connector (for PlayStation®2)

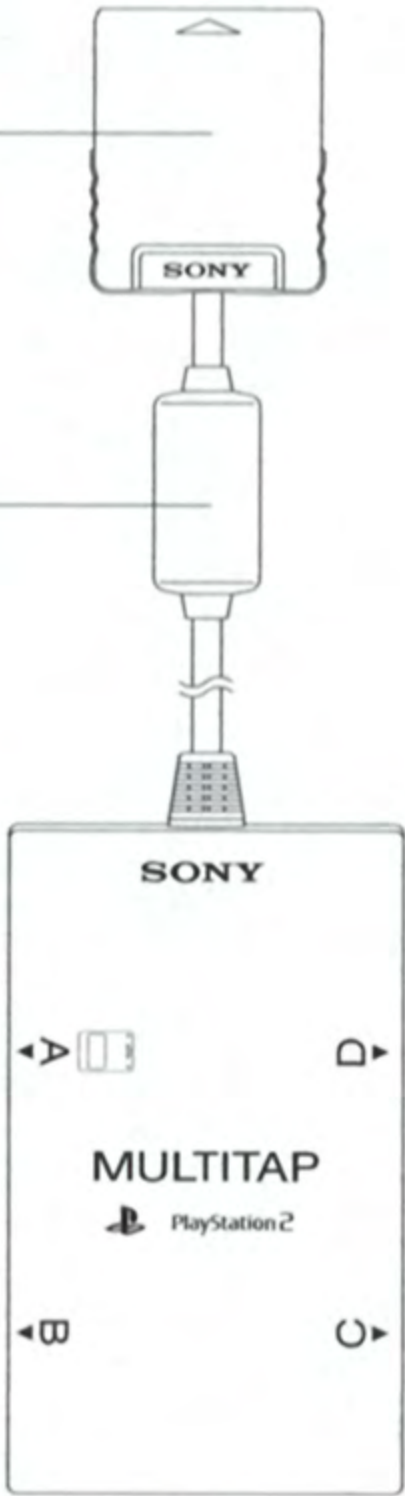
RFI filter

MEMORY CARD slot A

controller port A

controller port B

MEMORY CARD slot B



MEMORY CARD slot D

controller port D

controller port C

MEMORY CARD slot C

Overview

This game will provide you with hours of tennis playing pleasure in many different countries. You can choose to be Agassi or any one of the other Player Characters displayed before you in the Player Select Menu.

Use Quick Match for a fast and furious match where you can choose to play singles or doubles and select your opponent, or your partner and opponents.

Arcade Mode provides you with the opportunity to play in 5 rounds, each one set, in a different country.

In the Tournament Mode, as Agassi, you can take part in 6 Tournaments around the world with the aim of winning the Grand Final.

Enjoy playing with others in the Multiplayer Mode where you can play with up to three friends. You will be amazed at the realism of the experience, right down to being exhausted at the end of the match.

Menu Screens



Main Menu

D-Buttons ↑ and ↓ To scroll
X Button To select
D-Buttons ← and → To select Singles or Doubles in Arcade Mode

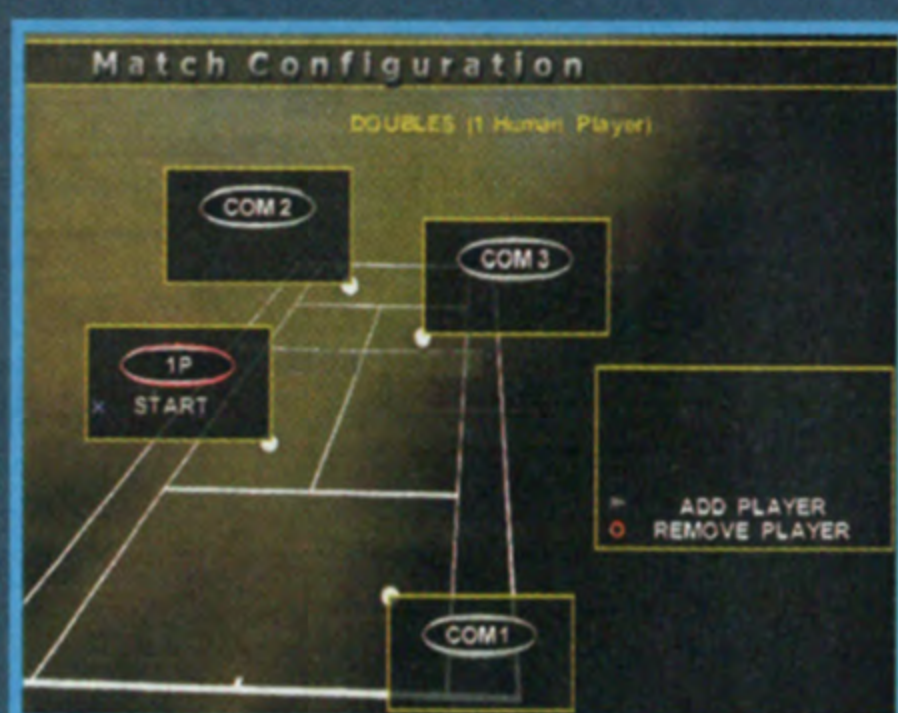
Quick Match - Select From Main Menu

This mode is for one to four players. It can be used in any configuration from 1 Game Player vs 1 AI Character to 2 Game Players vs 2 Game Players. The Game Player selects the court and the location of the match. The Game Player decides whether the game is to be singles or doubles by selecting the appropriate number of AI Characters and adding any other Game Players as necessary. The game consists of one match with a default setting of three games to win. See Options Menu to change default settings.



Select Court

D-Buttons ↑ and ↓ To select Court type
X Button To select



Match Configuration

D-Buttons ← and → Select Singles or Doubles
D-Buttons ↑ and ↓ To change your court Position
▶ Start Button Add additional Players
X Button Register ready to play
○ Button Remove Player
△ Button Back or Main Menu

NB: When additional Controllers are connected, the screen will display the appropriate number of players.



Player Select – Singles Quick Match Mode

D-Buttons ← ↑ ↓ → To review the 32 players, highlight each face and see the player in action with his statistics

X Button

Select your choice of players and opponents

Loading Screen activates and Game commences.



Player Select – Doubles Quick Match Mode

D-Buttons ← ↑ ↓ → To review the 32 players, highlight each face and see the player in action with his statistics

X Button

Select your choice of players and opponents

Loading Screen activates and Game commences.

Arcade Mode - Select From Main Menu

This mode is for one or two game players. Possible configurations 1 Game Player vs 1 AI Character, 1 Game Player and 1 AI Character vs 2 AI Characters or 2 Game Players vs 2 AI Characters.

The computer, randomly, selects the AI Characters and the countries where the matches will be played. There are five rounds with a default setting of Easy for the first round with each subsequent round becoming increasingly difficult. See Options Menu to change default settings.



Player Select – Singles Arcade Mode

D-Buttons ← ↑ ↓ → To review the 32 players, highlight each face and see the player in action with his statistics

X Button

To Select Player



Player Select – Doubles Arcade Mode

D-Buttons ← ↑ ↓ → To review the 32 players, highlight each face and see the player in action with his statistics

X Button

To Select your choice of players

Loading Screen activates, then game commences.

Agassi Tournament – Select From Main Menu

This mode is for a single player only with a configuration of the Game Player as Agassi against AI opponents throughout the Tournaments. The challenge of this mode is to take Agassi through 10 Tournaments winning enough points to become Number 1 in the world. If the Game Player decides to quit the Tournament Mode, there will be an option to save the game as they exit. Pressing **Start** during game play will select the Pause screen, which offers the options of making configuration changes or forfeiting the current match by selecting Quit Game.

To completely quit Tournament Mode press △ Button to return to Main Menu, Save Game option will be offered.



Agassi Tournament - Current Game Display

Load Game Panel appears if a game has been saved to the memory card (8MB) (for PlayStation®2) inserted into MEMORY CARD slot 1.

Screen shows the draw for the current tournament and the stadium at which the tournament will be played.



Agassi Tournament – Tournament Draw

Automatic scroll through the draw until Agassi's match is reached.

X Button To play the first match (loading bar will appear)

□ Button View Score Table

△ Button Back / Main Menu



Agassi Tournament - Score Table

D-Buttons ↑ ↓ To Scroll through Score Table to view current position and winnings

□ Button To deselect Score Table

Options



Options

D-Buttons ← ↑ ↓ → To scroll through options

X Button To select

△ Button Back / Main Menu

CONTROLLER SETUP - Displays existing configuration of Control Pad see **Controls Section**.

SOUND OPTIONS

Audio Mode (Surround/Mono/Stereo) - This allows you to select whether you wish to hear the sound track in Surround Sound, Mono or Stereo.

Effects Volume – This provides you with the ability to switch the Effects on and off or to adjust the volume.

Umpire Volume – Offers you the choice of adjusting the volume of the Umpire when he calls the score or switching it off completely.

Crowd Volume – Offers you the choice of adjusting the volume of the Crowd noise or switching it off completely.

Commentary Volume – Offers you the choice of adjusting the volume of the Commentary or switching it off completely.

Exit – To return to the Options Menu.

DISPLAY OPTIONS

Adjust Screen – This option allows you to adjust the PlayStation®2 screen within the TV Screen if required.

Show Player Indicators – Allows you to select whether or not you would like to see the Player Indicators.

Exit – To return to the Options Menu.

GAME OPTIONS

Game Speed – This option allows you to adjust the game speed to slow, medium or fast.

Games per Set (1 - 6) – This option offers the choice of selecting how many games you wish to play in each set. See Tennis Explained section for the default game settings.

Tie Break (YES/NO) – See Tennis Explained section for an explanation of a Tie Break. This Option allows you to play with or without it.

Difficulty (Easy, Medium, Hard) – These three skill levels have been created to allow you to enjoy playing the game whilst learning and improving your game play. As a beginner, selecting Easy allows you wider margin for error in your shot placement, but on Medium, this is reduced and when Hard is selected, you will be playing shot for shot against your opponents with no allowance at all.

Exit - To return to the Options Menu.

LOAD CONFIGURATION

Confirmation Yes/No – Selecting **Yes** loads the existing configuration on your memory card (8MB) (for PlayStation®2) inserted into MEMORY CARD slot 1. Selecting **No** returns you to the Options Menu.

SAVE CONFIGURATION

Confirmation Yes/No – Selecting **Yes** will save the configuration to your memory card (8MB) (for PlayStation®2). If you change the configuration but do not save then the changes will be lost when the PlayStation®2 is turned off. **No** returns you to the Options Menu.

Exit - To return to the Options Menu.

Ingame Controls



Pause Menu

Pressing **Start** during game play will select this screen allowing you to make configuration changes or quit the game.

D-Buttons ↑ ↓ to scroll
X Button to select

CONTINUE – Select this option to continue the game after making any changes.

CONTROLLER SETUP – Displays existing configuration of Controller see Controls Section.

SOUND OPTIONS

- **Audio Mode** (Surround/Mono/Stereo) - This allows you to select whether you wish to hear the sound track in Surround Sound, Mono or Stereo.
- **Effects Volume** – This provides you with the ability to switch the Effects on and off or to adjust the volume.
- **Umpire Volume** - Offers you the choice of adjusting the volume of the Umpire when he calls the score or switching it off completely.
- **Crowd Volume** – Offers you the choice of adjusting the volume of the Crowd noise or switching it off completely.
- **Commentary Volume** – Offers you the choice of adjusting the volume of the Commentary or switching it off completely.
- **Exit** – To return to the Options Menu.

QUIT GAME – This will return you to the Main Menu *unless* you are in Tournament Mode when it forfeits the current match and continues the Tournament.

Serving

Serving



To Start the serve motion you can use any of the following:

- | | |
|----------|----------------|
| X Button | Normal Serve |
| L1 & R1 | Normal Serve |
| ○ Button | Top Spin Serve |
| □ Button | Slice Serve |
| △ Button | Lobbed Serve |

A second press of any of the above selects the strength of the serve and launches it.

A rainbow arc following the Character's upward throw will indicate the strength of serve by the arc's colour, red indicating a strong serve.

Ball Control



Ball Control

- | | |
|-------------------|--|
| X Button | Smash, Forehand, Backhand – apply pressure for more speed and length |
| D-Buttons ← ↑ ↓ → | Press after the X Button to change the angle and height of the ball |

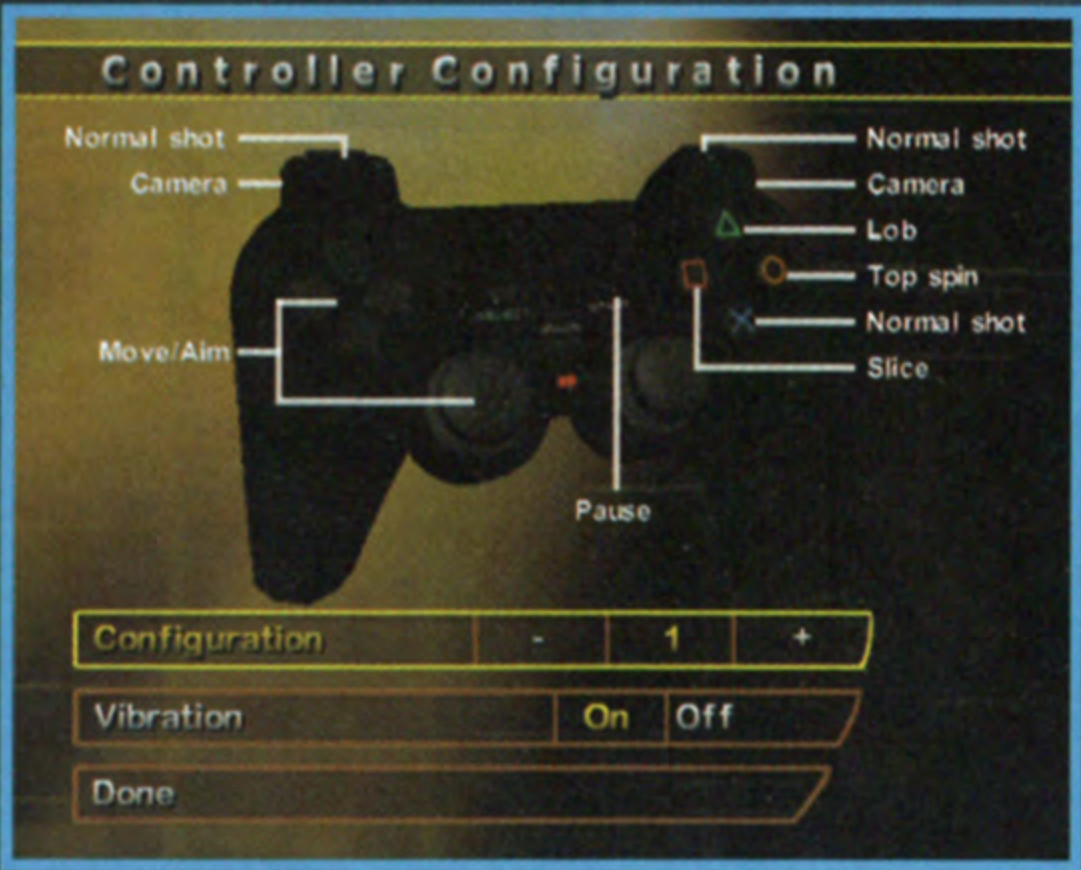
Gameplay Screen



Gameplay Screen

- Panel Top Left – Displays the current score and player configuration.
- Mini-map Screen Right – Image of the court mirroring the player positions and ball flight path.

Controls



Control Pad - Default Setting

CONTROLS	STROKES	MENU SELECTION
X Button	Serve, Smash, Forehand and Backhand	• Exit • Select • Select and Deselect in Agassi Tournament Mode
□ Button	Slice and Slice Serve	Opens Score Table in Tournament Mode
L1 Button	Normal and Serve	
R1 Button	Normal and Serve	
L2 Button	Camera Angles	
R2 Button	Camera Angles	
D-Button ←	Aim and Character Movement	Selection Scrolling
D-Button →	Aim and Character Movement	Selection Scrolling
D-Button ↑	Aim and Character Movement	Selection Scrolling
D-Button ↓	Aim and Character Movement	Selection Scrolling
Left Analog Stick	Aim and Character Movement	
Right Analog Stick	Unallocated	
○ Button	Top Spin and Top Spin Serve	
Start	Pausing Game	
△ Button	Lob	

There are three additional configurations available which will change the controller as follows:

Config 2	Config 3	Config 4
△ Button X Button ○ Button □ Button Top Spin Slice Lob Serve/Smash Fore/Backhand	L1 & L2 X Button ○ + R1 □ + R2 △ Button Camera Angles Lob Top Spin Slice Serve/Smash Fore/Backhand	△ + X R1 + □ + ○ R2 L1 L2 Camera Angles Serve/Smash Fore/Backhand Top Spin Lob Slice

Diagram: Slice



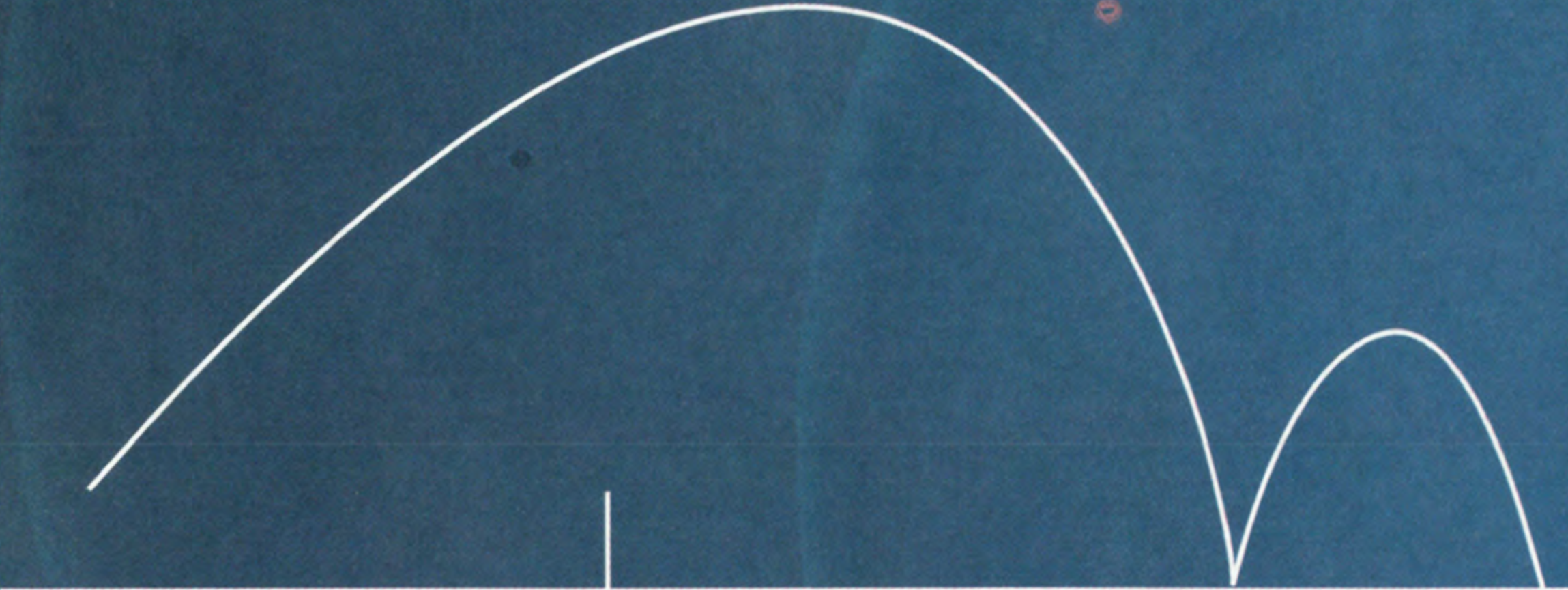
Slice

Diagram: Top Spin



Top Spin

Diagram: Lob



Lob

Diagram: Serve



Serve

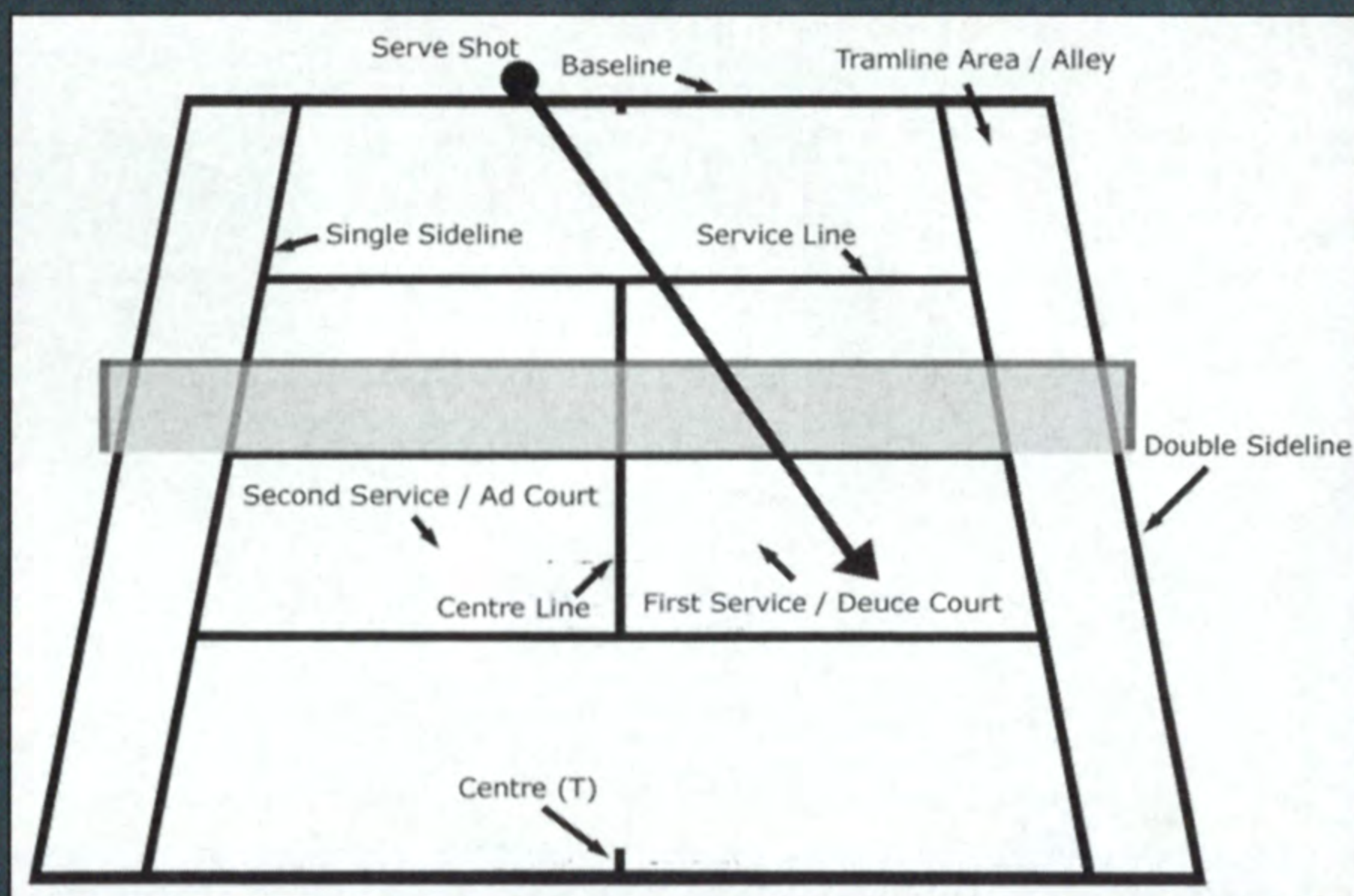
Tennis Explained

Tennis is a game of skill, strength, strategy and speed. The play is exciting and challenging but the rules are simple and straightforward.

The Court

The court is created for both singles or doubles play. The inner sidelines of the court are the boundaries for Singles play and the outer ones for Doubles. The service boxes are the four inside boxes either side of the net. The tramlines constitute the additional play area for doubles. If a ball lands on the outside edge it is called in, beyond the line it is called out and the receiver wins the point.

Diagram:



Scoring

- 0 Called Love when the score is given by the umpire.
- 15
- 30
- 40 **Deuce** - When both players reach 40 (i.e. 40 All or 40 - 40), a Deuce is called and play continues until one player gains a two point margin. The player who wins a deuce point earns a game point or break

point. If the same player wins the next point, they win the game. If the other player wins the advantage point, the score returns to deuce. This continues until one player wins 2 points in a row from Deuce.

- **Game** First Player to reach 40 and win the next point, wins the game.

Set The first player to win six games (or beyond) with a two game margin (i.e. 6 – 4 or 7 – 5), claims the set. If there is no winner at the score 6 - 6, a Tie Break is played.

Tie Break This occurs if a score of 6 – 6 is reached. The players then play a Tie Break, which is the first player to reach 7 points, with two clear points, wins. If the score reaches 7 – 7, then play continues until a player is ahead by a two game margin (i.e. 9 – 7), winning the Tie Break.

Match A match consists of the best of three sets in most tournaments. In the men's professional tournaments this will often be 5 sets.

Play

Before starting play, a coin is tossed to decide who serves first. The first service point is taken on the right-hand side of the court, the Server taking up position behind the baseline and serving diagonally into the opponent's service box. The second service point is taken from the left/Ad Courtside of the court, continuing to alternate right to left at each new point. At the end of each game, the server becomes the receiver and this pattern continues throughout the match. The players change ends after every other game on odd numbers. Depending upon how many sets of play have been agreed, the person to win the best of either 3 or 5 sets will win the match.

Credits



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Emma Ford-Hutchinson

Jim Methuen

Emma Morle

Character Animation

Jim Methuen

Dave Clements

Court Design

Jim Methuen

Dave Clements

Additional Court Design

Deepfried Ltd.

Character Motion Capture and Cinematic Sequences

Dave Clements

Intro. Sequence

Dave Clements

Clothing Design

Karl Oswin

Additional Artwork

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Craig Weeks

Music and Sound Effects

Gez Gourley
Maestro Studios

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Audio Motion Ltd.

Motion Capture

James Davidson
Jason Goodall

Motion Capture Studio

Audio Motion Ltd.

QA Testing

Martin Stocker

Commentary

John Roder

Audio Technology

Dolby Surround

Special thanks to

James Davidson
Jason Goodall
for tennis advice

Agassi™ Tennis Generation uses
RenderWare Graphics by Criterion Software Ltd.
and FaceGen Modeller 2.0 by Singular Inversions Inc.

Technical Support

If you are experiencing technical problems with this software, and you have carefully followed the instructions in this booklet, you may find further support in the following places:

Online Support

<http://www.dreamcatchergames.com/dci/support>

Please visit the Support section of our website at www.dreamcatchergames.com. We have posted common problems and solutions that may help you. We also suggest that you complete the Technical Support form located at our website. Please provide a detailed description of the problem you are experiencing (i.e. error message, where in the game the problem occurs, etc.). This will help our Representatives find a solution much quicker.

Phone Support (416)-638-6151*

If you would like to speak with one of our Technical Support Representatives, our hours of operation are from 9am to 9pm EST, Monday through Friday.

Please have the following ready:

- 1) A detailed description of the problem (i.e. error message, where in the game the problem occurs, etc.).
- 2) Immediate access to your console so the Representative may walk you through the steps.
- 3) Pen and paper to take any notes.

*** Phone support is located in Toronto, Canada.**

**Please note: We do not provide hints via technical support. Hints are available at our website.
Support is available in English only.**

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Notes

PRODUCT WARRANTY

DreamCatcher will gladly replace any disc free of charge, whether accidentally damaged or due to manufacturer defect, within the first year of ownership.

Simply send the Agassi™ Tennis Generation disc and a check or money order for \$10.00 U.S. (to cover postage and handling) to:

DreamCatcher
1658 N. Milwaukee Ave., Suite #450
Chicago, IL
60647

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